



STAR TREK™ ASCENDANCY

PLAYER EXPANSION SET



CARDASSIAN
RULES

GAME CONTENTS

This set includes everything you need to add the Cardassians to your games of *Star Trek: Ascendancy*. The set includes:

- 10 New Exploration Cards
- 10 New Systems Discs, including Cardassia Prime
- 30 Cardassian Starships with 3 Fleet Markers & Cards
- 10 Cardassian Control Nodes
- 15 Cardassian Advancements
- 3 Cardassian Trade Agreements
- Cardassian Turn Summary Card
- Cardassian Command Console with 2 Sliders
- 19 Resource Nodes
- 76 Tokens & 27 Space Lanes

ADDING CARDASSIANS TO YOUR GAME

To integrate the Cardassians into your games of *Star Trek: Ascendancy*, shuffle the 10 new Exploration Cards into the Exploration Cards from the core set and add the 9 System Discs into the mix of System Discs from the core set.

Adding the Cardassians to your game increases the number of possible players by 1. The Cardassian player begins the game with the same starting number of Ships, Control Nodes, starting Resources, etc. Each additional player adds approximately an hour to the game's duration.

COMMAND CONSOLE

Like the three factions included in the core set, the Cardassians have a unique Command Console with two Special Rules that apply to the Cardassians.



ANNEXATION

The Cardassians are always looking for new opportunities to expand their borders. The Cardassians take a bonus Culture when they Successfully Invade a planet. If a Cardassian Invasion results in Total Annihilation, they do not take a Culture.

OCCUPATION

Not everyone who labors under the Cardassian flag does so willingly. During Resource Generation, only systems occupied by Cardassian Ships Generate Production. Research and Culture are Generated normally.

EXPLORATION CARDS

The 10 new Exploration Cards include 6 Crises, 2 Discoveries and 2 Civilization Cards.

Five of the new Exploration Cards are “Confrontations,” where a rival player places a new Starship, for free, in the same System with the Ship that Discovered the System.

What happens after that is up to the two player involved in the Confrontation. Will it lead to peaceful trade relations? Or will it spark a hostile diplomatic incident?



The player who draws the Armistice Accords card has stumbled into a border dispute that requires relinquishing Control of one of their Systems in exchange for Control of a Cardassian System. If the

player who drew the Armistice Accords or the Cardassians only Controls their Home System, the Accords card is discarded with no effect. The two players can only exchange Systems if they both Control at least one System beyond their Home System.

NEW PHENOMENONS

This expansion includes two Phenomenon, both of which have special rules. Each disc's rules state how Ships are affected. These special rules are in addition to all normal rules for Phenomenons.

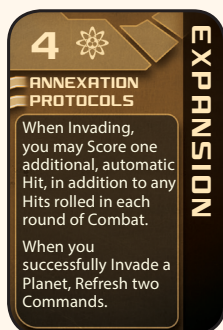


Cardassia Prime

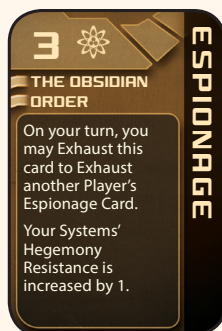
CARDASSIAN TACTICS

The Cardassians are experts at subterfuge and shadow diplomacy. Many of their Advancements allow them to manipulate other Civilizations and covertly deploy Ships and Fleets under their rivals' radar.

Cardassians' relentless drive to expand their territory by Invading new Systems is both their path to victory and their Achilles heel. Invading Systems may bring the Cardassians closer to victory but is likely to leave a bitter taste in rivals' mouths.



Invading Systems inhabited by Warp-Capable, Independent Civilizations is ideal for the Cardassians, since it doesn't make enemies but does produce extra Culture. Upgrading your weapons to make sure they can deal with the population's Shield Modifier is important to a Cardassian Invasion Strategy.



CREDITS

GAME DESIGN

Sean Sweigart
Aaron Dill

DESIGN DIRECTOR

John Kovaleski

GRAPHIC DESIGN

Katie Dillon

PRODUCERS

Peter Simunovich
John-Paul Brisigotti

APPROVALS COORDINATOR

Peter Przekop

3D DESIGN

Charles Woods

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John Van Citters, Marian Cordry, and Yasmin Elachi,
Veronica Hart, Brian Lady, Keith Lowenadler

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feedback and playtesting.

PLAYTESTERS

James Abele, Jason Buyaki, Jason Delaney, Justin Evans,
Patrick Gribble, Mark Honeycutt, Sally Honeycutt, Leonard
Landrey, Stuart Lapwood, Jeff Lindsay, Greg Lockton, Greg
Morris, Richard Roe, Phil Petry, Gabriel Rosauero, Rob Sadler,
Steve Shipe, Conor Sipe, Benjamin Torell, Dean Webb, Lizzie
Willick, Les Whittaker, William Yowell

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